NEW

DELUXE SPACE INVADERS

By MIDWAY

The World's Hottest Game... Now even more challenging!

New colorful screen patterns, new action...a host of new features to challenge the most proficient players

- NEW! Increased Invader Fire Power
- NEW! Invaders Added by UFO
- NEW! Invaders Split Into 2
- NEW! 5 Digit Scoring
- NEW! High Scorer's Name Registered on Screen (Up to 10 letters)

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MIDWAY MFG CO

SEE OTHER SIDE

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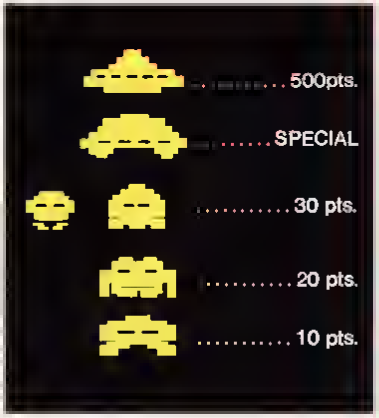
For Service Information—Call Toll Free: 800-323-7182

The fundamentals are similar to the original SPACE INVADER game It can be played by one or two players As tha 'attacking' sound is heard, invaders appear on the screen. Also a lasar base and fortresses eppear on lowar sida of the screen.

- To move laser left or right—press control buttons
- To fire leser, push the fire button. Invaders advance step by step against laser base—they elso move left end right.
- Fortresses are gredually destroyed by the attack of invaders They are also destroyed by player's laser.
- As the number of invaders decreese, they move faster.
- A MYSTERY - UFO hit gives player bonus scores (50, 100, 150 or 300 pts) Game ends when all laser basas are hit by invader missiles.

Basic Scoring



Deluxe Bonus Scoring

- When score reachas 1500 points (adjustable), a bonus laser base eppears with a 'beep' sound.
- If invader of 'D' or 'E' row remains lestly on tha scraen, the last invadar hit will earn the following bonus points:

E1.....1,000 pts
E6.....800 pts
Other.....500 pts.

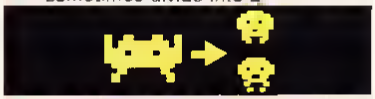
NEW! DELUXE
SPACE INVADERS
The World's Hottest Game... Now Even More Challenging!
CABINET DIMENSIONS
Height 88" (162.6 CM) Width 26½" (67.3 CM)

New Deluxe Game Features

Added competitive variations for new waves (racks) of invaders:

2nd Rack. UFO will randomly drop invaders.

3rd Rack. When an invader is hit, it will sometimes divide into 2.



4th Rack: Invaders fire more missiles

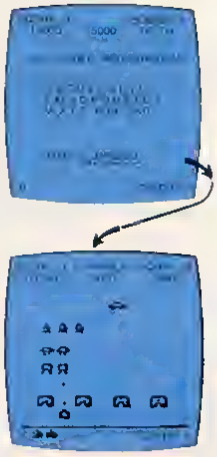
5th Rack: Bonus points can be added.

High Scorer's Name Registration

At the end of the high game, the alphabet ('A' to 'Z'), and the words 'RUB' and 'END' appear on the screen. By pressing tha laser control button, the scorer moves the red line the letter, which can be registared on tha screen by pushing the fire button.

RUB — Wrong letter registered can ba 'erased' by moving the red underline to the word 'RUB', push fira button and letter will be cancelled

END — Whan the high scorar's name is registered, red underline is moved to the word 'END' and fire button is pushed High scorer's name registration can include up to 10 letters and must be registered within 1 1/2 minutes after the game.



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